

**San José State University**  
**School/Department**  
**ANI 012-03, Light & Optics, Fall 2018**

**Course and Contact Information**

<b>Instructor:</b>	Inga Poslatur
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<b>Office Hours:</b>	Tue/Thur: 11:00-11:30am by e-mail appointment only
<b>Class Days/Time:</b>	Section 03: Tue/Thur 6:00 pm – 8:50pm
<b>Classroom:</b>	ART 206
<b>Prerequisites:</b>	Allowed Declared Majors: Animation

**Course Format**

This course does not adopt an online, hybrid, or flipped classroom delivery format. This is not long-distance learning class format. Students must be physically present in the classroom in order to learn in this class. Students will need an Internet connectivity or/and technology requirements, such as computer, cellular phone device and software apps such as Photoshop and an access to a scanner for students to participate in the classroom activities and being able to complete homework assignments.

**Technology**

As with most courses in the program, this class will require use of the Adobe Creative Suite, and potentially other programs as well. Also, students will utilize Google Drive, Yahoo Groups, Canvas and other technologies, to complete some assignments and receive reminders and announcements.

As part of the SJSU Animation/Illustration program, in this class, as well as every other, it is expected that you possess the Adobe Creative Suite and will utilize it at some point in executing your projects for this class. It should be installed on your laptop along with the Microsoft Office Suite.

**Class Messaging**

Important course materials such as the syllabus, major assignment handouts, etc. may be found on the class Yahoo Group site: <https://groups.yahoo.com/neo/groups/ANI12>. All A/I students are also expected to join and monitor [www.shmgoogle.com](http://www.shmgoogle.com) for important announcements to our majors. Students are responsible for regularly checking email for class messages.

Note: this semester some information will be posted on Canvas site as well.

## **Course Description**

*An investigation into the physical properties of light and optics relevant to the visualization of artwork for the screen arts industry. Note: ANI 12 is treated as a repeat for students who have taken ART 12. Misc/Activity: 6 hours activity.*

## **Course Goals (Optional)**

### **Course Learning Outcomes (CLO)**

Upon successful completion of this course, students will:

1. Articulate discuss their work in public and receive and respond to public criticism in a positive manner.
2. Render well in dry media without photographic reference.
3. Work competently with linear perspective, from imagination or within an existing environment to create convincing drawings that appear to possess form and mass.
4. Learn to work in a team environment, both as a team member and as a team leader.
5. Self-evaluate their work, and their strengths and weaknesses as they relate to studying the visual arts.

## **Required Texts/Readings**

### **Textbook**

*There is no required text for this course, however students are expected to consult various books, websites and blogs as needed to supplement their education.*

### **Other Suggested Readings**

*All widely available at libraries and bookstores:*

*Mindset, Dr. Carol Dweck, ISBN 345472322*

*Make it Stick, Peter C. Brown, ISBN 978-0674729018*

*Talent Is Overrated, Geoff Colvin, ISBN 9781441605368*

### **Other Readings**

*All widely available in libraries and bookstores:*

*Perspective Drawing Handbook, Joseph D'Amelio*

*Rapid Viz, Ralph Elliston*

*Perspective Drawing, Ernest Watson*

*Imaginative Realism, James Gurney*

*Color & Light, James Gurney*

*Rendering in Pen & Ink, Arthur Gupstill*

*Rendering in Pencil, Arthur Gupstill*

### **Other equipment / material requirements**

*See course supply list provided on first day of the semester.*

## Other Technology Requirements / Equipment / Material

Students are expected to have an access to a laptop/computer (PC or Mac) and the Adobe Creative Suite. Regardless of platform or input, the laptop should be well-prepared for high-end graphics processing.

## Library Liaison

*For assistance in finding library resources, you may consult:*

<http://libguides.sjsu.edu/animation>

*and/or contact MLK Librarian Rebecca Kohn.*

*([rebecca.kohn@sjsu.edu](mailto:rebecca.kohn@sjsu.edu), or 408-808-2007. Her office is on the 4<sup>th</sup> floor of the King Library.)*

## Course Requirements and Assignments

Light & Optics focuses on the professional and technical skills needed to create effective illustrations without the benefit of direct reference material. These skills are derived from an understanding of the physical properties of light and optics, including volumetric drawing, linear perspective, atmospheric perspective, and rendering techniques.

Graphite will be the primary medium used during the class. Emphasis will be placed on executing every assignment as described with a high degree of competence and accuracy. Failing to correctly follow the detailed instructions for each assignment will have a significant negative effect on your grade over time.

There will be major projects each weekend during the semester in addition to daily homework between all classes. All projects will be held to strict standards and a student's grade is dependent on how well they—and their team—meet these standards within the deadlines given. During most class sessions, the class will be divided into teams.

During the semester, students will be assigned approximately 6-7 renderings of geometric solids, two multi-week renderings and a rendered final project, a class notebook (approx. 14% of final grade), as well as approximately 25-30 smaller assignments. (Cumulatively approx. 14% of final grade.) In addition, there will be grades for classroom participation (class discussions and critiques) and peer evaluation grades. (approx. 15% and 11% respectively.) Rendering assignments will not be individually graded. Instead, students will be graded according to how many of the assignments they are able to successfully complete at what would normally be considered a B+ or higher level of competency. Failing to achieve such competency, students will repeat assignments each class until they are able to demonstrate mastery of a particular skill or challenge. In total, the rendering assignments will comprise approximately 44% of the final grade.

For more detailed information about classroom activities, please refer to the handouts distributed each week for each project. Each assignment is designed to progressively and cumulatively build towards the above-listed learning outcomes. All of the above is subject to change with fair notice.

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on. More details about student workload can be found in [University Policy S12-3](#) at <http://www.sjsu.edu/senate/docs/S12-3.pdf>.

**Course requirements include attendance at [number and type of] events outside of class meeting times. Some of these events [may] charge an entrance fee. If you anticipate any difficulty in meeting this course requirement, please consult with the course instructor in the first two weeks of the semester.**

## **Final Examination or Evaluation**

The class “final” will consist of a portfolio of the semester’s work, a final project critique, and potentially, an in-class exam, depending on the given semester.

## **Grading Information & Determination of Grades**

Students will be held accountable for meeting all deadlines with acceptable work. Directions given in class and for assignments must be followed accurately or grades will be lowered accordingly. Late work will not be excepted unless the instructor has given prior approval. Students are responsible for completing all work assigned during any absences, and absent students must make arrangements for their work to be turned in (on due date) and criticism recorded, by another student. No extra credit projects will be accepted for this class.

Class participation will be assessed and includes active engagement in critiques, intelligent questioning, peer mentoring, and proactive learning behavior.

Obviously, the quality of the work, both conceptually and its final execution, is the primary component of the grade; but as mentioned above, the student’s grade is also determined by their professional attitude, their conduct, their work ethic, and their ability to meet their deadlines and the educational challenges posed by the assignments. Above all, students are graded on the intelligence they demonstrate while they pursue, question, attempt, evaluate, struggle, succeed and/or fail at their assignments.

While it is technically possible to pass this class with a grade as low as a D-, students should be aware that grades below the “B” range demonstrate a concerning lack of effort and are not considered even marginally adequate for pursuing a career in the entertainment or game industries; they also forecast poor professional prospects within our industry post-graduation. Students receiving grades of C+ or lower should therefore be on notice that their work as completed is barely adequate to graduate and better efforts are necessary if they are to pursue this field as a career. They may want to begin planning for a career path outside our industry.

Note that “All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Grades may be reviewed privately at any time by arranging a meeting with the instructor. If you want to know your grade—ask.

Late work due to class absence, or any other reason, will not be accepted for grading without prior authorization from the instructor well in advance of deadlines and only for reasons that conform to professional standards. Students are responsible for completing all work assigned during any absences, and absent students must make arrangements for their work to be turned in (on due date) by another student. If an absentee student turns in work, they should make arrangements with another student to take notes for them in regards to criticisms they need to address.

Students should expect that some assignments will continue to receive criticism requiring further work on their part for several weeks, or even months, past the original deadline for the project. Failure to incorporate such changes into their work will result in the work being considered “unfinished” in regards to grading.

“Incomplete” grades are only given rarely, and only in the event of compelling personal or family emergencies and/or crises. If you do receive an incomplete you will have to complete the work on your own and have one year to submit all final materials for consideration or your grade will revert to an F.

## **University’s Credit Hour Requirement:**

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of forty-five hours over the length of the course (normally 3 hours per unit per week with 1 of the hours used for lecture) for instruction or preparation/studying or course related activities including but not limited to internships, labs, working with classmates. Other course structures will have equivalent workload expectations as described in the syllabus.

Effort & Participation (critiques, peer collaboration, etc.) : 15%

Peer Evaluation/quality of work: 11%

Form Rendering Assignments: 26%

Larger Renderings: 18%

Daily Assignments: 17%

Notebook: 13%

#### Grading Percentage Breakdown

93.34% and above = A

93.33% - 90% = A-

89.99% - 86.67% = B+

86.66% - 83.33% = B

83.32% - 80% = B-

79.99% - 76.67% = C+

76.66% - 73.33% = C

73.32% - 70% = C-

69.99% - 67.67% = D+

66.66% - 63.33% = D

63.32% - 60% = D-

59.99 and below = F

Please note:

A = Excellent or Superior work; work of a top professional standard

B = Above Average; Respectable effort or results, with relatively minor flaws or corrections necessary.

C = Average; More effort necessary on the part of the student, obvious flaws, obvious corrections necessary.

D = Below Average; Poor effort and results

F = Failure; Exceptionally Poor effort and/or results.

Students should expect and plan their schedules to accommodate significant “homework” periods after each class session. Students are expected to bring and maintain prepared materials and be ready to work at the beginning of—and throughout—each class session. Failure to do so will affect one’s grade. It is always the student’s responsibility to be prepared for class even if absent from the previous class.

Students will receive significant homework assignments every class, with potentially even assignments via email during the week. Several assignments may ultimately overlap at times, and students should expect a considerable amount of work in their final semester.

A final critique will be held on the final exam day in the usual classroom at the time and date indicated by the university final exam schedule. Please consult the [sjsu.com](http://sjsu.com) website to reserve those times in your calendar immediately.

For further information about classroom activities, please refer to any handouts distributed for assignments. (Available on the class Yahoo Group.)

## **Classroom Protocol**

1. Be on time. Late arrivals disrupt the class.
2. Turn off your cell phone.
3. Private conversations during lectures and class discussions are not permitted.
4. No aromatic foods are allowed in any of the classrooms.
5. Classes are crowded. Please be attentive to your personal hygiene.
6. Fill the front seats first.
7. No headphones during class.
8. No checking email or using laptops for activities unrelated to the class.
9. No spray mount or fixative spraying in the class.
10. Use the trash cans in the rooms, hallways, and restrooms.
11. Do not dump toxic wastes in restroom sinks. Use the recycling drums upstairs.
12. Clean the sinks if you use them for your project clean ups. Do not discard paper towels on the floor.
13. Do not use the tabletops as a cutting surface.
14. Do not leave valuable items unattended.
15. Do not leave the classroom without cleaning your area.
16. If you are coming late to the class, you are not allowed to place your homework on board for a crit.

All Animation/Illustration students are expected to conduct themselves in a professional manner at all times.

Whether in class or working after hours, students must respect the facilities and fellow students and are expected to present themselves and their work in a clean professional manner. Students will be held accountable for both classroom participation and contributing to the creation of a positive atmosphere for education.

Classes and events are to be treated as business appointments and students are expected to be in attendance, fully prepared, and on time. Fully prepared means having all necessary materials needed to work on class projects, having prepared according to instructions, and having made significant progress on assignments from the previous class. Failure to accomplish any of the above will significantly lower your grade.

The occasional absence is unremarkable, but if an absence is unavoidable, students are expected to notify the instructor immediately, and contact their peers to both turn in work on the due date and stay current with class assignments they may have missed.

Cell phones should be silent and should not be utilized during class unless otherwise directed. Students should refrain from eating food others can smell. At the end of classes, students are expected to leave the classroom cleaner than they found it, push in chairs, etc. During breaks and immediately before and after class, students should be conscious of the overall noise level in the room and try to minimize it in order to allow for the private instructor/student conversations that often occur.

Finally, students should maintain an awareness of the safety of their surroundings, belongings, and classmates. In particular, when working in the building and entering or leaving after hours, students should accompany one another in the interest of safety or call the University Police for an escort. Report any suspicious persons or behavior to the University police at 408-924-2222 or by picking up a blue emergency phone.

## **University Policies**

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>

## ANI 12 / Light & Optics, Fall 2018, Course Schedule

List the agenda for the semester including when and where the final exam will be held. Indicate the schedule is subject to change with fair notice and how the notice will be made available.

### Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	8/21	Intro Class: Welcome, First Assignments, etc.
1	8/23	First Efforts: First Cubes & Corrections
2	8/28	Match Squares, Graphite & Craft Demos, 1st Cubes Crit
2	8/30	Labor Day Monday / Tuesday "Career Day"
3	9/04	Cubes! [First Mechanical Diagrams]
3	9/06	Grayscale Crit / Crit Cube Mechanical / Review 5 Cube Mechanical questions
4	9/11	Notebook Review, Lighting Studies, CubeMech2 Final
4	9/13	Cube Rend2 Crit, Demo Cube Corner, 20 Cubes, Orthographics / Multiply & Divide
5	9/18	Revision Crits / Simple Cube Objects
5	9/20	Rendering Project
6	9/25	Rendering Project
6	09/27	Revision Crits
7	10/02	Rendering Project
7	10/04	Rendering Project
8	10/09	Revision Crits
8	10/11	Rendering Project
9	10/16	Rendering Project
9	10/18	Revision Crits
10	10/23	Rendering Project
10	10/25	Rendering Project
11	10/30	Revision Crits
11	11/01	Rendering Project
12	11/06	Rendering Project
12	11/08	Revision Crits
13	11/13	Rendering Project
13	11/15	Rendering Project

<b>Week</b>	<b>Date</b>	<b>Topics, Readings, Assignments, Deadlines</b>
14	11/20	Rendering Project
14	11/22	Thanksgiving Break-no classes
15	11/27	Turn in Notebooks: Deadline
15	11/29	Revision Crits
16	12/04	85% crit of Cube City
16	12/06	<b>LAST CLASS OF THE SEMESTER</b>
17	12/14-12/19	Study/Conference Day, Final Exams
Final Exam	TBA	Venue: Art Building, Room 206, Classwork portfolio due & Sketchbook Time: TBA